FACTIONS & ROLES					
The eight great Houses that rule the seven kingdoms are in a constant state of flux.					
They wage both overt and secretive wars against each other in a zero sum game of conqu	uest.				
Their rivalries are old and bitter, and their thoughts are always of victory.					
Lurking in the cold shadows past the north, the Night's Watch stands ready to swell its ran	iks with disgraced nobles.				
Each faction has their own unique powers, starting positions, and roles offering very different	ent play experiences.				
This section provides an overview of each role within the factions, as well as the relative s	trengths and weaknesses of each House and their F	louse-specific special abilities.			
HouseTargaryen					
House Words: Fire andBlood					
History & Lore:					
It is the Age of Conquest, three centuries before the events in A Game of Thrones.					
Westeros stands as a fractured continent, with seven warring kingdoms jostling each other					
Your former masters have been destroyed by the Doom of Valyria, leaving you as the last	Dragonlords in the world. The time is now ripe to co	nquer the barbarians of Westeros a	nd unite them under your banner.		
Claim victory in this continentspanning war and forge the Iron Throne!					
Your noble House hails from your ancestral home of Dragonstone, established 200 years					
Twelve years ago your grandfather, Aenar the Exiled, moved your entire family to this far-	ilung colony at the behest of your mother, Daenys th	e Dreamer.			
Now Valyria is destroyed and you command the only three dragons known in the world.					
You rule from the dark castle of Dragonstone, located in Blackwater Bay.					
You have made a bustling encampment at the site of your landing on the continent, with lo	ocal lords already bending their knees to you.				
Your most powerful bannermen are Houses Velaryon, Darklyn, Rosby, and Thorne.					
Your House colors are black and red.					
Sigils showing fire, the seas, and dragons are common among your people.					
Bastards from your lands are named Waters.					
The House-specific bonuses of the Targaryens offer incentives in a wide range of playstyle	and a second				
The House-specific boliuses of the Targaryens offer incentives in a wide range of playstyle	es - aggression, expansion, delving, gold, and alliand	ces.			
House Seat: Blackwater Bay (Dragonstone)					
Starting Resource Icons: 2 Cattle, 4 Lumber, 1 Grain, 2 Iron					
Starting Resource Cards: 1 Cattle, 2 Lumber, 1 Grain, 1 Iron					
Special Ability: Determines the starting Season and Banner Order.					
Special Ability: Your armies gain +1 to Give Battle rolls when in lands not under your contr	rol.				
Iron Maester Link: After you roll a 10+ on Conquer, you may immediately gain a bonus For		r.			
Maester Link Additions:					
Valyrian Steel (magic & the occult): In addition, you can Delve for all Relic Locations, rega	ardless of alliances.				
Red Gold (statecraft): You can propose and maintain one more additional alliance each tu					
Silver (medicine & healing): In addition, gain +1 to Delve when you describe your actions u	using your charms and good looks.				
Yellow Gold (economics): Gain an additional Gold during Harvest (total of two).					
House Arryn					
House Words: As High As Honor					
History & Lore:					
It is the Age of Conquest, three centuries before the events of A Game of Thrones.					
Westeros stands as a fractured continent, with seven warring kingdoms jostling each other	r for power and dominance.				
A new power has invaded from Old Valyria, bringing with them fire and blood.					
The time is now ripe to establish yourselves as the strongest Kingdom of the realm and un	nite Westeros under your banner.				
Claim victory in this continent-spanning war and forge the Iron Throne!					
Your noble House rules over the Kingdom of the Vale, established over 6,000 years ago b		Knight, himself descended from the	egendary Winged King.		
Artys Arryn is said to have flown upon a huge falcon and had armies of eagles at this com					
To this day, the Vale is known throughout the realm for its soaring peaks and impenetrable	-				
You rule from the most defensible castle in the Seven Kingdoms, the impenetrable Eyrie, I	ocated at the top of the Giant's Lance Peak in the M	lountains of the Moon.			
You rule over the hardiest warriors of the realm with many vassal lords.					
Your most powerful bannermen are Houses Royce, Hardyng, Corbray,and Waynwood.					
Your House colors are blue and white. Sigils showing eagles, giants, mountains, and the open skies are common among your pe	populo Postordo from your lands are named Office				
orgins snowing eagles, grants, mountains, and the open skies are common among your pe	opie, pasiarus irom your ianus are named Stone.				

House Arryn sports special abilities mostly related to being defensive a	and protective, walling up in their impenetrable	e mountain passes and str	ongholds.			
House Seat: Vale of Arryn (The Eyrie)						
Starting Resource Icons: 4 Cattle, 0 Lumber, 3 Grain, 2 Iron						
Starting Resource Cards: 2 Cattle, 0 Lumber, 2 Grain, 1 Iron						
Special Ability: Enemy armies suffer a -1 penalty to Give Battle against	your armies located in lands with an Iron Re	source icon.				
Iron Maester Link: When you use Cut Off, you may choose to Cut Off a						
Maester Link Additions:	, , , , , , , , , , , , , , , , , , , ,					
Black Iron (ravenry): In addition, your armies cannot be affected by Da	rk Wings Dark Words cards					
Copper (history): In addition, strongholds controlled by you Oppose en	-					
Pale Steel (smithing): In addition, gain an extra Iron during Winter.	siny armies twice during conquer.					
Silver (medicine & healing): In addition, the Heir may choose to treat bl	lank V Traita as Rad					
Silver (medicine & nearing). In addition, the Hell may choose to treat bi	dik A IIdits as Reu.					
House Stark						
House Words: Winter Is Coming						
History & Lore:						
It is the Age of Conquest, three centuries before the events of A Game						
Westeros stands as a fractured continent, with seven warring kingdom		e.				
A new power has invaded from Old Valyria, bringing with them fire and	blood.					
The time is now ripe to establish yourselves as the strongest Kingdom	of the realm and unite Westeros under your h	oanner.				
Claim victory in this continent-spanning war and forge the Iron Throne!						
Your noble House rules over the Kingdom of the North, established over	er 8,000 years ago by your distant ancestor E	Brandon the Builder in the	Age of Heroes.			
Brandon is said to have travelled the length and breadth of Westeros of	constructing marvels of engineering, including	Storm's End, the High To	wer, and the Wall.			
You rule from the oldest castle in the Seven Kingdoms, the massive, b	rooding Castle Winterfell, located on the Whit	te Knife river at the edge o	f the Wolf's Wood.			
You rule over the most stoic and hardy folk of the realm, known for the	eir long memories and deep lovalties.	_				
Your most powerful bannermen are Houses Bolton, Reed, Manderly,	and Umber.					
Your House colors are grey and white.						
Sigils showing snows, tall trees, and wolves are common among your	neonle					
Bastards from your lands are named Snow.						
Basianas nom your lands are named onem.						
The Starks have powerful Housespecific effects that apply mostly to th	e Winter Season and Lumber locations, enco	uraging a playetyle that re	ete on manipulating the Seas	one		
House Seat: Wolf's Wood (Winterfell)	5 Willer Geason and Earnber locations, enco	draging a playstyle that re	sts on manipulating the ocus	313.		
, ,						
Starting Resource Icons: 2 Cattle, 4 Lumber, 1 Grain, 2 Iron						
Starting Resource Cards: 1 Cattle, 2 Lumber, 1 Grain, 1 Iron						
Special Ability: If it is Winter, Stark armies gain +1 to Conquer rolls.						
Iron Maester Link: While one of your armies is on a land with a Lumber	Resource icon, treat its results of 7-9 on Give	e Battle as if they were 10	+.			
Maester Link Additions:						
Bronze (astronomy): An additional time per turn, you may choose to re		change.				
Platinum (chivalry): In addition during Winter, your armies gain +1 to G						
Brass (animal husbandry): In addition, gain an additional Cattle during	Winter.					
Steel (forestry): In addition, gain an additional Lumber during Winter.						
Pale Steel (smithing): In addition, gain an additional Iron during Winter						
House Hoare						
House Words: Look To The Waves						
History & Lore: It is the Age of Conquest, three centuries before the ev	ents of A Game of Thrones.					
Westeros stands as a fractured continent, with seven warring kingdom	s jostling each other for power and dominanc	e.				
A new power has invaded from Old Valyria, bringing with them fire and	blood.					
The time is now ripe to establish yourselves as the strongest Kingdom		panner.				
Claim victory in this continent-spanning war and forge the Iron Throne!						
, J. J						
Your noble House rules over the Kingdom of the Isles and Rivers, esta	blished over 8 000 years ago by your distant	ancestor The Grey Kraker	in the Age of Heroes			
Your people are known as plunderers and pirates throughout your history		Tractoro Orey relaker				
In more recent times, your House has used its swift longboats to conqu	-	river				
You rule from the largest castle in the Seven Kingdoms, the fearsome	· · · · · · · · · · · · · · · · · · ·		and soo			
You rule from the largest castle in the Seven Kingdoms, the rearsome You rule over the most fierce and hard-bitten reavers in the Seven King		shores of the God's Eye IN	anu sed.			
	-					
Your most powerful bannermen are Houses Greyjoy, Tully, Harlaw, an	J Fley.					
Your House colors are black and blue.	an of the inequiples the tell pipes of December	d and the faulte and	a af the Deach that are to see	land burraria languabina		
The sigils on your banner show the extent of your vast realm; the shore	25 or the from Isles, the tall pines of Bear Island	u, and the muits and raven	s or the Reach that are terror	zeu by your iorigsnips.		

Bastards from your lands are named Rivers.						
In the published lore of A Song Of Ice & Fire, House Hoare is one of three monarchies which are	extinguished during the (Conquest, to be replaced by their clo	se bannermen House Greyjoy.			
Show the world your prowess and rewrite the books in this alternate version of history!						
House Hoare enjoys special abilities which reward players for stealing from, raiding, and pillaging	their neighbors.					
House Seat: The Trident (Harrenhal)						
Starting Resource Icons: 2 Cattle, 4 Lumber, 0 Grain, 3 Iron						
Starting Resource Cards: 1 Cattle, 2 Lumber, 0 Grain, 2 Iron						
Special Ability: When one of your armies uses Raid, immediately gain one Resource Card of the		oduces.				
Iron Maester Link: After you Raid, you may immediately gain a bonus Force March action, even in	1 the Winter.					
Maester Link Additions:						
Valyrian Steel (magic & the occult): In addition, at the start of the turn, declare one House that ca	n make one fewer alliance	es this turn.				
Red Gold (statecraft): In addition, you may play an additional card during Court Intrigue.						
Pale Steel (smithing): Gain an additional Iron during Harvest (total of two).						
Yellow Gold (economics): Walk over and take one Gold coin or one Resource card from a Lord o	your choice during Harv	est. Tell them that if they want it bac	k they must pay the iron price.			
House Lannister						
House Words: Hear Me Roar						
History & Lore:						
It is the Age of Conquest, three centuries before the events of A Game of Thrones.						
Westeros stands as a fractured continent, with seven warring kingdoms jostling each other for po	wer and dominance.					
A new power has invaded from Old Valyria, bringing with them fire and blood.						
The time is now ripe to establish yourselves as the strongest Kingdom of the realm and unite We	steros under your banner					
Claim victory in this continent-spanning war and forge the Iron Throne!						
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Your noble House rules over the western Kingdom of the Rock, established over 8,000 years ago Lann is said to have swindled the Rock, a mountain three times the height of the Wall and full of v		-	2S.			
To this day, your kingdom mines massive amounts of gold that is traded across the world.	ellis oi golu, iroiti tile oili	giriai Casteriy larriily.				
You rule from the sprawling castle built into Casterly Rock, a network of twisting underground tun	nole and source larger the	an any known aboveground sity				
You rule over the richest Kingdom, with many vassal lords.	leis and caves larger tha	in any known aboveground city.				
Your most powerful bannermen are Houses Tarbeck, Reyne, Payne, and Clegane.						
Your House colors are crimson and gold.						
Sigils showing mountains, lions, and other great predators are common among your people.						
Bastards from your lands are named Hill.						
Bushing non your lands are named nim.						
Play this House if you want to have advantages on gaining more Gold and being smart about it.						
House Seat: Lannisport (Casterly Rock)						
Starting Resource Icons: 2 Cattle, 1 Lumber, 3 Grain, 3 Iron						
Starting Resource Cards: 1 Cattle, 0 Lumber, 2 Grain, 2 Iron						
Special Ability: Gain +1 to Conquer rolls made against lands defended by Strongholds.						
Iron Maester Link: Your overflowing coffers buy an extra sellsword army. Before you March your	armies, you may gain a b	onus Support action.				
Maester Link Additions:						
Pewter (measurements): In addition, when you trade Resources for Gold, may use any combinate	on of Resource cards.					
Valyrian Steel (magic & the occult): In addition, gain +1 to Delve when you use your cunning and	wits.					
Red Gold (statecraft): In addition, ignore one Lannister card during Court Intrigue.						
Yellow Gold (economics): Gain an additional Gold during Harvest (total of two).						
House Gardener						
House Words: Courage. Honor. Justice.						
History & Lore:						
It is the Age of Conquest, three centuries before the events of A Game of Thrones.						
Westeros stands as a fractured continent, with seven warring kingdoms jostling each other for po	wer and dominance.					
A new power has invaded from Old Valyria, bringing with them fire and blood.						
The time is now ripe to establish yourselves as the strongest Kingdom of the realm and unite We	steros under your banner	:				
Claim victory in this continent-spanning war and forge the Iron Throne! Your noble House rules or	ver the Kingdom of the Re	each, established over 8,000 years a	ngo by your distant ancestor Gar	th Greenhand in the Age of Heroes.		
Garth Greenhand is said to have travelled the realms of Westeros, making the fields and flowers		sing.				
To this day, the fertile fields of the Reach provide much of the food to the other kingdoms of the re	ealm through trade.					
You rule from the most beautiful castle in the Seven Kingdoms, the lush palace of Highgarden, lo	cated along the river Man	nder.				
You rule over the most populated Kingdom, with many vassal lords.						
Your most powerful bannermen are Houses Tyrell, Hightower, Redwyne, and Tarly.						

Your House colors are green and white.								
Sigils showing roses, thorns, huntsmen, and the bounty of the realr	n are common among your people.							
Bastards from your lands are named Flowers.								
In the published lore of A Song Of Ice & Fire, House Gardener is or	ne of three monarchies which are extinguis	shed during the Conqu	est, to be replaced by the	ir close bannermen	House Tyrell.			
Show the world your prowess and rewrite the books in this alternate	e version of history!							
House Gardener offers powerful game mechanics effects that apply	y mostly to the Summer Season and Grain	locations, riding a wa	ve of influence with the c	nanging Seasons.				
House Seat: The Mander (Highgarden)								
Starting Resource Icons: 1 Cattle, 2 Lumber, 6 Grain, 0 Iron								
Starting Resource Cards: 1 Cattle, 1 Lumber, 3 Grain, 0 Iron								
Special Ability: Your armies gain +1 to Give Battle when in lands wi	ith a Grain icon.							
Iron Maester Link: While your army is on a land with a Grain Resou	irce icon, treat its results of 7-9 on Give Ba	attle as if they were 10	+.					
Maester Link Additions:								
Bronze (astronomy): An additional time per Round, you may choos	e to reroll the die used to determine if the	Seasons change.						
Valyrian Steel (magic & the occult): In addition, gain another +1 to I								
Brass (animal husbandry): In addition, gain another Cattle during S								
Tin (agriculture): In addition, gain another Grain during Summer.								
Steel (forestry): In addition, gain another Iron during Summer.								
3								
House Martell								
House Words: Unbowed. Unbent. Unbroken.								
History & Lore:								
It is the Age of Conquest, three centuries before the events of A Ga	ame of Thrones							
Westeros stands as a fractured continent, with seven warring kingo		ninance						
A new power has invaded from Old Valyria, bringing with them fire		illianos.						
The time is now ripe to establish yourselves as the strongest Kingd		vour banner.						
Claim victory in this continent-spanning war and forge the Iron Thro		,						
Your noble House rules over the Kingdom of Dorne, established ov	ver 700 years ago by your ancestor Queen	Nymeria of the Rhovr	nar					
Nymeria is said to have had 10,000 ships built to save her people a			iui.					
The people of Dorne are culturally very different than the rest of We			ession.					
You rule from the exotic fortress of Sunspear, located along the coa								
You rule over the least populated, but most dangerous, Kingdom. \			Manwoody, and Wyl.					
Your House colors are brown and red.								
Sigils showing sand, sun, lemons, and the blistering sun are comm	on among your people.							
Bastards from your lands are named Sand.	an among year people.							
Basiando nom your lando dro namos cana.								
The special abilities of House Martell welcome a playstyle that allow	ws you to hinder and frustrate your enemie	s at every turn, as we	Il as manipulate Bloodline	S.				
House Seat: Broken Arm (Sunspear)		, , , , , , , , , , , , , , , , , , , ,						
Starting Resource Icons: 2 Cattle, 2 Lumber, 3 Grain, 2 Iron								
Starting Resource Cards: 1 Cattle, 1 Lumber, 2 Grain, 1 Iron								
Special Ability: After you use Give Battle on an army, no matter the	result, you also Oppose that army.							
Iron Maester Link: Before or after you March your armies, you may								
Maester Link Additions:								
Black Iron (ravenry): In addition, you are immune to Dark Wings Da	ark Words cards that affect the Citadel Tab	le.						
Valyrian Steel (magic & the occult): In addition, you are immune to								
Platinum (chivalry): In addition, you may spend a raven to Arrange								
Lead (surveying & roads): In addition, enemy armies on lands you	-							
House Durrandon								
House Words: Ours Is The Fury								
History & Lore:								
It is the Age of Conquest, three centuries before the events of A Ga	ame of Thrones.							
Westeros stands as a fractured continent, with seven warring kingd		ninance.						
A new power has invaded from Old Valyria, bringing with them fire								
The time is now ripe to establish yourselves as the strongest Kingd		vour banner.						
Claim victory in this continent-spanning war and forge the Iron Thro		,						
,								
Your noble House rules over the Kingdom known as The Stormland	ds. established over 8,000 years ago by vo	our distant ancestor Di	urran Godsgrief in the Age	of Heroes.				
Durran Godsgrief is said to have loved the Storm God's daughter, r								

To this day, the thick forests of the Stormlands are ham	nmered by rain and winds ur	nlike any others in the Seven Kingdon	is.						
You rule from the strongest castle in the Seven Kingdo	ms, the impenetrable fortres	ss of Storm's End, located along Shipl	oreaker Bay.						
Your family is known for their fierceness in battle and a	ggressive conquests.								
Your most powerful bannermen are Houses Dondarrior		onmouth.							
Your House colors are gold and black.									
Sigils showing storms, deer, and powerful beasts are c	common among your people								
Bastards from your lands are named Storm.	0,								
In the published lore of A Song Of Ice & Fire, House Do	urrandon is one of three mor	narchies which are extinguished durin	g the Conquest, to be replaced by	their close bannermen House	Baratheon.				
Show the world your prowess and rewrite the books in									
, , , , , , , , , , , , , , , , , , , ,									
House Durrandon is intended for players who want to n	move aggressively and storn	n the continent.							
House Seat: Shipbreaker Bay (Storm's End)									
Starting Resource Icons: 4 Cattle, 2 Lumber, 3 Grain, 0) Iron								
Starting Resource Cards: 2 Cattle, 1 Lumber, 2 Grain,									
Special Ability: Your armies gain +1 to Give Battle whe		ıl.							
Iron Maester Link: Before you March your armies, you	may gain a bonus Give Batt	le action.							
Maester Link Additions:	, ,								
Valyrian Steel (magic & the occult): In addition, gain +1	to Delve when you use a sl	how of force. By the gods, you were s	trong!						
Silver (medicine & healing): In addition, once per Roun	•								
Steel (forestry): In addition, while your army is on a land		·	ttle as if they were 10+.						
Pale Steel (smithing): In addition, while your army is on			•						
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Night's Watch									
A one-person team operating outside the tight bounds	of the war.								
This faction needs to bully and manipulate to satisfy the									
, , ,									
Night's Watch Vow:									
Night gathers and now my watch begins. It shall not en	d until my death.								
I shall take no wife, hold no lands, father no children.									
I shall wear no crowns and win no glory.									
I shall live and die at my post.									
I am the sword in the darkness.									
I am the watcher on the walls.									
I am the shield that guards the realms of Men.									
I pledge my life and honour to the Night's Watch for this	s night and all the nights to	come.							
History & Lore:									
It is the Age of Conquest, three centuries before the ev	ents of A Game of Thrones.								
Westeros stands as a fractured continent, with seven w	varring kingdoms jostling ea	ch other for power and dominance.							
A new power has invaded from Old Valyria, bringing wi	ith them fire and blood.								
In this dark hour of madness, you must beg, steal, and	cajole the haughty Lords of	the realm to continue their support of	your noble cause and survive the	coming wars!					
Your noble order is the sworn shield of all mankind, pro	otecting the realms from the	terrors beyond the Wall - the Lands o	f Always Winter.						
The Night's Watch was established over 8,000 years a	go after the legendary Long	Night, when it is said that humanity for	ought a great War of the Dawn aga	inst the White Walkers.					
With the coming wars to the south, you must convince	and remind these forgetful L	ords of their true duty to support the	Vatch.						
You rule from the dark castle known as The Nightfort, of	commanding all your black b	rothers in their castles stretched acro	ss 300 miles of ice known as The	Wall.					
The fortifications of the Night's Watch are: Westwatch-	by-the-Bridge, The Shadow	Tower, Sentinel Stand, Greyguard, St	onedoor, Hoarfrost Hill, Icemark,	The Nightfort, Deep Lake, Quee	nsgate, Oakenshield, Woodswatch-by-th	ne-Pool, Sable Hall, Rimegate, The L	ong Barrow, The Torches, 0	Greenguard, and Whitelocks.	
The Night's Watch dresses all in black and are often as	ssociated with crows.								
Roles									
The Mastermind Lord Play this role if you want to direct	t the overall, big picture stra	tegy of your House and be the linchpi	n that holds everyone together.						
You will make and break alliances, barter goods, mana	age the treasury, and reveal	uncovered secrets about other House	S.						
This role does best with players with good skills in nego	otiation and diplomacy.								
The Lord can sometimes be stressful and overwhelmin	ig to play as they must main	tain schemes within schemes when d	ealing with the other Houses.						
They are always angling for the optimum diplomatic str	ategy to bring down their en	emies and win the long con.							
The Cunning Knight									
Play this role if you want the most tactical experience in	n the thick of military actions	across the face of Westeros.							
You will lead armies to attack, coordinate supplies, lay	-	-,							
This role does best with players with good skills in logis	stics and resource managen	nent.							

The Knight is the military power behind a House.								
They direct armies in the field to attack, defend, and	restore order to lawless lands.							
The Knight can sometimes be stressful and overwh	elming to play as the pressure is on	them from all other team member	ers to win battles and get Resou	rces flowing.				
The Studious Maester								
Play this role if you want to quietly support the rest	of your team and covertly hinder the	enemy.						
You will uncover dark secrets, arrange clandestine	marriages, find legends of forgotten	relics, and forge new links on the	e heavy chain of knowledge.					
This role does best with players with good skills in u	understanding probabilities and opting	nizing choices.						
The Maester is an easy role to play, but a very chal	lenging role to master.							
The intensity of the action tends to be relaxed, but i	n its place is cold, calculated planning	ng with multi-stage, long-term str	ategy.					
To excel at being a Maester a player needs to both	manipulate the odds of dice-rolling	in their favor to apply the best re-	sults when most needed, and ex	ploit the patterns of Trait	s through the generations of I	Bloodlines Cards.		
The Adventurous Heir								
Play this role if you want to support your teammates	s and bounce around to different tab	les as needed each turn.						
You will boost armies, improve alliances, uncover d	irty secrets, and play the only role o	n your team that can quest after	powerful lost relics.					
This role does best with players with good skills in o	creativity, knowledge of all other role	s, and the ability to manage prio	rities.					
The Heir can sometimes be stressful and overwhelr	ming to play as they must juggle the	timing of all four tables at once,	frantically running across the roo	om to be where they are	needed most.			
At the Citadel the Heir can help with different useful	actions, but as a teamyou need to	decide what benefitsoutweigh the	e others between Relics,Secrets	, and Dark Wings Dark V	Vords cards.			
3-Player Teams								
One of the goals of the rules of Aegon's Conquest i	s to be accommodating to unfortuna	te, last-minute losses in availabl	e players.					
With a game of this size, it is inevitable that emerge	ncies will crop up right before the e	ent that will force players to hav	e to skip.					
It's part of the human factor.								
To help the game administrators roll with the punch	es, Aegon's Conquest has a 3-playe	er team option.						
This option should be used only when absolutely no	eeded as a fix to a problem and not	as the baseline.						
When a House is limited to just three members, the	House operates without an Heir.							
To compensate for this loss, each of the other three	e roles gain the baseline abilities to r	natch that of what an Heir would	otherwise bring.					
The abilities are the equivalent of having an Heir wi	th all matching, but Blank, Traits.							
The Lord gains the ability to make an additional allia	ance each turn, and the ability to ad-	d one additional card during Cou	rt Intrigue.					
The Knight gains the ability to interrupt Banner Orde	er once each Round and perform a	onus action with any one of the	ir armies.					
While doing so, the Knight can also spend Gold, on	eforone, to Support or Oppose any	army with hired sellswords.						
The Maester gains one additional roll to Dig Up Dirt	on their House's allies.							
They also gain the ability to Delve, rolling three dice	and using the two best.							
Lastly, the Maester in a 3-player House does not pa	articipate in Arrange A Marriage, but	keeps their starting						
Bloodlines Card out for allied Maesters to use when	they Arrange A Marriage.							
Additionally, the Game Masters should consider spe	eaking with the Night's Watch Lord	Commander player to move that	player into a House in need of a	nother member.				